

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device comprising:

a plurality of offer components, wherein each of said offer components has an activated and a deactivated state;

a plurality of awards, wherein each of said awards has an award value and each of said awards is statically associated with one of the offer components for a play of a game;

a plurality of different displayed component number modifiers, wherein each component number modifier has a displayed value;

a display device; and

a processor operable with said display device, wherein for the play of the game, the processor is programmed to:

(a) select at least one offer component to activate from the plurality of displayed offer components,

(b) determine and display an offer based on the award values of all of the awards associated with the activated offer components,

(c) enable a player to accept or reject said offer and provide said offer to the player if the player accepts said offer, and

(d) if the player rejects said offer, display a selection of at least one of the displayed component number modifiers, change the state of at least one of said plurality of offer components, wherein the number of offer components changing state is based on the value associated with the selected component number modifier, determine and display a subsequent offer based on the award values of all of the awards associated with the currently activated offer components, wherein the award values of all of the awards associated with the currently activated offer components are each

independent of the value of the selected component number modifier and reveal the subsequent offer to the player.

Claim 2 (original): The gaming device of Claim 1, wherein the processor enables the player to accept or reject said subsequent offer.

Claim 3 (original): The gaming device of Claim 1, wherein said plurality of offer components are initially masked.

Claim 4 (previously presented): The gaming device of Claim 3, wherein said processor is operable to enable the player to activate at least one of said plurality of offer components.

Claim 5 (cancelled).

Claim 6 (original): The gaming device of Claim 1, wherein each of said plurality of offer components is associated with a probability of being activated.

Claim 7 (original): The gaming device of Claim 6, wherein said probabilities are different based on the award associated with the offer component.

Claim 8 (original): The gaming device of Claim 7, wherein the greater the award associated with one of said offer components, the lower the probability of said offer component being activated.

Claim 9 (original): The gaming device of Claim 1, wherein the award associated with each offer component is selected from a range of awards.

Claim 10 (currently amended): A gaming device comprising:

- a primary game operable upon a wager by a player;
- a plurality of offer components in a secondary game, wherein each of said offer component has an activated and a deactivated state;
- a plurality of awards in the secondary game, wherein each of said awards has an award value and each of said awards is permanentlystatically associated with one of the offer components for a play of the secondary game;
- a plurality of displayed component number modifiers in the secondary game, wherein each component number modifier has a displayed value; and
- a triggering event associated with said primary game, wherein after the occurrence of said triggering event, the secondary game is triggered and:
 - (a) at least one offer component from the plurality of offer components is activated,
 - (b) an offer is determined and displayed based on the award values of all of the awards associated with the activated offer components,
 - (c) the player is enabled to accept or reject said offer and said offer is provided to the player if the player accepts said offer, and
 - (d) if the player rejects said offer, a selection of at least one of the displayed component number modifiers is displayed, the state of at least one offer component is changed, wherein the number of changed offer components is based on the value associated with the selected component number modifier, a subsequent offer is determined and displayed based on the award values of all of the awards associated with the currently activated offer components, wherein the award values of all the awards associated with the currently activated offer components are each independent of the value of the selected component number modifier, and the subsequent offer is revealed to the player.

Claim 11 (original): The gaming device of Claim 10, wherein the player is enabled to accept or reject said subsequent offer.

Claim 12 (original): The gaming device of Claim 10, wherein said plurality of offer components are initially masked.

Claim 13 (cancelled).

Claim 14 (original): The gaming device of Claim 10, wherein each of said plurality of offer components is associated with a probability of being activated.

Claim 15 (original): The gaming device of Claim 14, wherein said probabilities are different based on the award associated with the offer component.

Claim 16 (original): The gaming device of Claim 15, wherein the greater the award associated with one of said offer components, the lower the probability of said offer component being activated.

Claim 17 (original): The gaming device of Claim 10, wherein the award associated with each offer component is selected from a range of awards.

Claim 18 (currently amended): A gaming device comprising:

a plurality of offer components;

a plurality of awards, wherein each of said awards has an award value and each of said awards is statically associated with one of the offer components for a play of a game;

a plurality of different displayed component number modifiers, wherein each component number modifier has a displayed value;

a display device; and

a processor operable with said display device, wherein for the play of the game, the processor is programmed to:

(a) select at least one offer component from the plurality of offer components,

(b) determine and display an initial offer based on the award values of all of the awards associated with the selected offer components,

(c) enable a player to accept or reject said initial offer and provide said initial offer to the player if the player accepts said initial offer, and

(d) if the player rejects said offer, display a selection of at least one of the displayed component number modifiers, change the selection of a number of said selected offer components, wherein the number of changed selected offer components is at least one and based on the value associated with the selected component number modifier, determine and display a subsequent offer based on the award values of all of the awards associated with the currently selected offer components, wherein the award values of all of the awards associated with the currently selected offer components are each independent of the value of the selected component number modifier, and reveal the subsequent offer to the player.

Claim 19 (original): The gaming device of Claim 18, wherein the processor enables the player to accept or reject said subsequent offer.

Claim 20 (original): The gaming device of Claim 18, wherein said plurality of offer components are initially masked.

Claim 21 (previously presented): The gaming device of Claim 20, wherein said processor is operable to enable the player to select at least one of said plurality of offer components.

Claim 22 (cancelled).

Claim 23 (original): The gaming device of Claim 1, wherein each of said plurality of offer components is associated with a probability of being selected.

Claim 24 (original): The gaming device of Claim 23, wherein said probabilities are different based on the award associated with the offer component.

Claim 25 (original): The gaming device of Claim 24, wherein the greater the award associated with one of said offer components, the lower the probability of said offer component being selected.

Claim 26 (original): The gaming device of Claim 18, wherein the award associated with each offer component is selected from a range of awards.

Claim 27 (original): The gaming device of Claim 18, which includes a component number modifier selector operable with said processor to select at least one of the component number modifiers if the player rejects said offer.

Claim 28 (original): The gaming device of Claim 27, wherein said component number modifier selector is selected from the group consisting of lights, buttons, wheels, reels, dice and cards.

Claim 29 (currently amended): A gaming device comprising:

a primary game operable upon a wager by a player;

a plurality of offer components in a secondary game;

a plurality of awards in the secondary game, wherein each of said awards has an award value and each of said awards is permanently~~statically~~ associated with one of the offer components for a play of the secondary game;

a plurality of displayed component number modifiers in the secondary game, wherein each component number modifier has a displayed value; and

a triggering event associated with said primary wagering game, wherein after the occurrence of said triggering event, the secondary game is triggered and:

(a) at least one offer component is selected from the plurality of offer components,

(b) an initial offer is determined and displayed based on the award values of all of the awards associated with the selected offer components,

(c) the player is enabled to accept or reject said initial offer and said initial offer is provided to the player if the player accepts said initial offer, and

(d) if the player rejects said offer, a selection of at least one of the displayed component number modifiers is displayed, the selection of a number of said selected offer components are changed, wherein the number of changed offer components is at least one and based on the value associated with the selected component number modifier, a subsequent offer is determined and displayed based on the award values of all of the awards associated with the currently selected offer components, wherein the award values of all of the awards associated with the currently selected offer components are each independent of the value of the selected component number modifier and the subsequent offer is revealed to the player.

Claim 30 (original): The gaming device of Claim 29, wherein the player is enabled to accept or reject said subsequent offer.

Claim 31 (original): The gaming device of Claim 29, wherein said plurality of offer components are initially masked.

Claim 32 (cancelled).

Claim 33 (original): The gaming device of Claim 29, wherein each of said plurality of offer components is associated with a probability of being selected.

Claim 34 (original): The gaming device of Claim 33, wherein said probabilities are different based on the award associated with the offer component.

Claim 35 (original): The gaming device of Claim 34, wherein the greater the award associated with one of said offer components, the lower the probability of said offer component being selected.

Claim 36 (original): The gaming device of Claim 29, wherein the award associated with each offer component is selected from a range of awards.

Claim 37 (currently amended): A gaming device comprising:

a plurality of offer components;

a plurality of awards, wherein each of said awards has an award value and each of said awards is statically associated with one of the offer components for a play of a game;

a plurality of different displayed component number modifiers, wherein at least one of the component number modifiers is associated with a displayed positive value and at least one of the component number modifiers is associated with a displayed negative value;

a display device; and

a processor operable with said display device, wherein for the play of the game, the processor is programmed to:

(a) select at least one offer component from the plurality of offer components,

(b) determine and display an offer based on the award values of all of the awards associated with the selected offer components,

(c) enable a player to accept or reject said offer,

(d) provide said offer to the player if the player accepts said offer, and

(e) if the player rejects said offer:

(i) display a selection of at least one of the displayed component number modifiers,

(ii) select at least one offer component from said plurality of offer components if the selected component number modifier is associated with a positive value wherein the number of offer components selected is based on the associated positive value,

(iii) deselect at least one of said selected offer components if the selected component number modifier is associated with a negative value wherein the number of deselected offer components is based on the associated negative value,

(iv) determine and display a subsequent offer based on the award values of all of the awards associated with the currently selected offer

components, wherein the award values of all of the awards associated with the currently selected offer components are each independent of the value associated with the selected component number modifier, and

- (v) reveal the subsequent offer to the player.

Claim 38 (original): The gaming device of Claim 37, wherein the processor is operable to enable the player to accept or reject said subsequent offer.

Claim 39 (original): The gaming device of Claim 37, wherein said plurality of offer components are initially masked.

Claim 40 (previously presented): The gaming device of Claim 39, wherein said processor is operable to enable the player to select at least one of said plurality of offer components.

Claim 41 (cancelled).

Claim 42 (original): The gaming device of Claim 37, wherein each of said plurality of offer components is associated with a probability of being selected.

Claim 43 (original): The gaming device of Claim 42, wherein said probabilities are different based on the award associated with the offer component.

Claim 44 (previously presented): The gaming device of Claim 42, wherein the greater the award associated with one of said offer components, the lower the probability of said offer component being selected.

Claim 45 (currently amended): The gaming device of Claim 37, wherein the award associated with each offer component is selected from a range of awards.

Claim 46 (previously presented): The gaming device of Claim 37, wherein the value associated with each component number modifier is selected from a range of values.

Claim 47 (original): The gaming device of Claim 37, wherein each of said plurality of component number modifiers is associated with a probability of being selected.

Claim 48 (currently amended): A gaming device comprising:

a primary game operable upon a wager by a player;

a plurality of offer components in a secondary game;

a plurality of awards in the secondary game, wherein each of said awards has an award value and each of said awards is permanentlystatically associated with one of the offer components for a play of the secondary game;

a plurality of different displayed component number modifiers in the secondary game, wherein at least one of the component number modifiers is associated with a displayed positive value and at least one of the component number modifiers is associated with a displayed negative value; and

a triggering event associated with said primary wagering game, wherein after the occurrence of said triggering event, the secondary game is triggered and:

(a) at least one offer component is selected from the plurality of offer components;

(b) an offer is determined and displayed based on the award values of all of the awards associated with the selected offer components;

(c) the player is enabled to accept or reject said offer;

(d) said offer is provided to the player if the player accepts said initial offer; and

(e) if the player rejects said offer:

(i) a selection of at least one of the displayed component number modifiers is displayed;

(ii) at least one offer component from said plurality of offer components is selected if the selected component number modifier is associated with a positive value wherein the number of offer components selected is based on the associated positive value;

(iii) at least one of said selected offer components of said rejected offer is deselected if the selected component number modifier is associated with a negative value wherein the number of deselected offer components is based on the associated negative value;

(iv) a subsequent offer is determined and displayed based on the award values of all of the awards associated with the currently selected offer components, wherein the award values of all of the awards associated with the currently selected offer components are each independent of the value associated with the selected component number modifier; and

(v) the subsequent offer is revealed to the player.

Claim 49 (original): The gaming device of Claim 48, wherein the player is enabled to accept or reject said subsequent offer.

Claim 50 (original): The gaming device of Claim 48, wherein said plurality of offer components are initially masked.

Claim 51 (previously presented): The gaming device of Claim 50, wherein the player is enabled to select at least one of said plurality of offer components.

Claim 52 (cancelled).

Claim 53 (original): The gaming device of Claim 48, wherein each of said plurality of offer components is associated with a probability of being selected.

Claim 54 (original): The gaming device of Claim 53, wherein said probabilities are different based on the award associated with the offer component.

Claim 55 (original): The gaming device of Claim 54, wherein the greater the award associated with one of said offer components, the lower the probability of said offer component being selected.

Claim 56 (currently amended): A gaming device comprising:

a plurality of offer components;

a plurality of awards, wherein each of said awards has an award value and each of said awards is statically associated with one of the offer components for a play of a game;

a plurality of different displayed component number modifiers, wherein each component number modifier has a displayed value;

a display device; and

a processor operable with said display device, wherein for the play of the game, the processor is programmed to:

(a) select at least one offer component from the plurality of offer components;

(b) determine and display an offer based on the award values of all of the awards associated with the selected offer components;

(c) enable a player to accept or reject said offer;

(d) provide said offer to the player if the player accepts said offer; and

(e) if the player rejects said offer:

(i) display a selection of at least one of the displayed component number modifiers;

(ii) select at least one of the unselected offer components from said plurality of offer components or deselect at least one of the selected offer components wherein the number of offer components selected or deselected is based on the value associated with the selected component number modifier;

(iii) determine and display a subsequent offer based on the award values of all of the awards associated with the currently selected offer components, wherein the award values of all of the awards associated with the currently selected offer components are each independent of the value of the selected component number modifier; and

(iv) enable the player to accept or reject said subsequent offer.

Claim 57 (currently amended): A gaming device comprising:

a primary wagering game operable upon a wager by a player;

a plurality of offer components in a secondary game;

a plurality of awards in the secondary game, wherein each of said awards has an award value and each of said awards is permanentlystatically associated with one of the offer components for a play of the secondary game;

a plurality of different displayed component number modifiers in the secondary game, wherein each component number modifier has a displayed value; and

a triggering event associated with said primary wagering game, wherein after an occurrence of said triggering event, the secondary game is triggered and:

(a) at least one offer component is selected from the plurality of offer components;

(b) an offer is determined and displayed based on the award values of all of the awards associated with the selected offer components;

(c) the player is enabled to accept or reject said offer;

(d) said offer is provided to the player if the player accepts said offer; and

(e) if the player rejects said offer:

(i) a selection of at least one of the displayed component number modifiers is displayed;

(ii) at least one of the unselected offer components from said plurality of offer components is selected or at least one of the selected offer components is deselected wherein the number of offer components selected or deselected is based on the value associated with the selected component number modifier;

(iii) a subsequent offer is determined and displayed based on the award values of all of the awards associated with the currently selected offer components, wherein the award values of all of the awards associated with the currently selected offer components are each independent of the value of the selected component number modifier; and

(iv) the player is enabled to accept or reject said subsequent offer.

Claim 58 (currently amended): A gaming device comprising:

a plurality of offer components;

a plurality of awards, wherein each of said awards has an award value and each of said awards is statically associated with one of the offer components for a play of a game;

a plurality of displayed component number modifiers, wherein at least one of said component number modifiers is associated with a displayed positive value and at least one of said component number modifiers is a change component modifier associated with a displayed value;

a display device; and

a processor operable with said display device, wherein for the play of the game, the processor is programmed to:

(a) select at least one offer component from the plurality of offer components;

(b) determine and display an offer based on the award values of all of the awards associated with the selected offer components;

(c) enable a player to accept or reject said offer;

(d) provide said offer to the player if the player accepts said offer; and

(e) if the player rejects said offer:

(i) display a selection of at least one of the displayed component number modifiers,

(ii) select at least one offer component from said plurality of offer components if the selected component number modifier is associated with a positive value wherein the number of offer components selected is based on the associated positive value;

(iii) change at least one of the selected offer components by deselecting at least one of the selected offer components and selecting at least one of said unselected offer component from the plurality of offer components if said selected component number modifier is said change component modifier wherein the number of

changed offer components is based on the value associated with the change component modifier; and

(iv) determine and display a subsequent offer based on the award values of all of the awards associated with the currently selected offer components, wherein the award values of all of the awards associated with the currently selected offer components are each independent of the value associated with the selected component number modifier.

Claim 59 (previously presented): The gaming device of Claim 58, wherein at least one of said component number modifiers is associated with a negative value.

Claim 60 (previously presented): The gaming device of Claim 59, wherein said processor is operable to deselect at least one of said selected offer components if the selected component number modifier is associated with the negative value wherein the number of selected offer components deselected is based on the associated negative value.

Claim 61 (original): The gaming device of Claim 58, wherein said processor is operable to enable the player to accept or reject said subsequent offer.

Claim 62 (currently amended): A gaming device comprising:

a primary wagering game operable upon a wager by a player;

a plurality of offer components in a secondary game;

a plurality of awards in the secondary game, wherein each of said awards has an award value and each of said awards is permanentlystatically associated with one of the offer components for a play of the secondary game;

a plurality of displayed component number modifiers in the secondary game, wherein at least one of said component number modifiers is associated with a displayed positive value and at least one of said component number modifiers is a change component modifier associated with a displayed value; and

a triggering event associated with said primary wagering game, wherein after the occurrence of said triggering event, the secondary game is triggered and:

(a) at least one offer component is selected from the plurality of offer components;

(b) an offer is determined and displayed based on the award values of all of the awards associated with the selected offer components;

(c) the player is enabled to accept or reject said offer;

(d) said offer is provided to the player if the player accepts said offer;

and

(e) if the player rejects said offer:

(i) a selection of at least one of the displayed component number modifiers is displayed;

(ii) at least one offer component is selected from said plurality of offer components if the selected component number modifier is associated with a positive number wherein the number of offer components selected is based on the associated positive value;

(iii) at least one of the selected offer components that forms the rejected offer is deselected and at least one of said unselected offer components is selected from the plurality of offer components if said selected component number modifier is said change component modifier wherein the number of changed selected

offer components is based on the value associated with the change component modifier; and

(iv) a subsequent offer is determined and displayed based on the award values of all of the awards associated with the modified selected offer components, wherein the award values of all of the awards associated with the modified selected offer components are each independent of the value associated with the selected component number modifier.

Claim 63 (previously presented): The gaming device of Claim 62, wherein at least one of said component number modifiers is associated with a negative value.

Claim 64 (previously presented): The gaming device of Claim 63, wherein at least one of said selected offer components that forms the rejected offer is deselected if the selected component number modifier is associated with the negative value wherein the number of selected offer components deselected is based on the associated negative value.

Claim 65 (original): The gaming device of Claim 62, wherein the player is enabled to accept or reject said subsequent offer.

Claim 66 (currently amended): A gaming device comprising:

a plurality of offer components, wherein each of said offer component has an activated and a deactivated state;

a plurality of awards, wherein each of said awards has an award value and each of said awards is statically associated with one of the offer components for a play of a game;

a display device; and

a processor operable with said display device, wherein for the play of the game, the processor is programmed to:

- (a) activate at least one offer component from the plurality of offer components,
- (b) form an offer based on the award values of all of the awards associated with the activated offer components;
- (c) enable a player to accept or reject said offer;
- (d) provide said offer to the player if the player accepts said offer and;
- (e) if the player rejects said offer:
 - (i) display a determination of at least one of a plurality of numbers of activated offer components to change;
 - (ii) change the state of said determined number of activated offer components; and
 - (iii) form a subsequent offer based on the award values of all of the awards associated with the currently activated offer components, wherein the award values of all of the awards associated with the currently activated offer components are each independent of the determined number of activated offer components.

Claim 67 (currently amended): A gaming device comprising:

a primary wagering game operable upon a wager by a player;

a plurality of offer components in a secondary game, wherein each of said offer component has an activated and a deactivated state;

a plurality of awards in the secondary game, wherein each of said awards has an award value and each of said awards is permanentlystatically associated with one of the offer components for a play of the secondary game; and

a triggering event associated with said primary wagering game, wherein after the occurrence of said triggering event, the secondary game is triggered and:

(a) at least one offer component from the plurality of offer components is activated,

(b) an offer is formed based on the award values of all of the awards associated with the activated offer components;

(c) the player is enabled to accept or reject said offer;

(d) said offer is provided to the player if the player accepts said offer and;

(e) if the player rejects said offer:

(i) a determination of at least one of a plurality of displayed numbers of activated offer components to change is displayed;

(ii) the state of said determined number of activated offer components is changed; and

(iii) a subsequent offer is formed based on the award values of all of the awards associated with the currently activated offer components wherein the award values of all of the awards associated with the currently activated offer components are each independent of the determined number of activated offer components.